

Amendments to the Claims:

This listing of claims replaces all prior versions and listings of claims in the application:

Listing of Claims:

1. (Currently Amended) A game comprising:

a base unit;

a target area attached to the base unit and having multiple target sections, the target area defining multiple, separate apertures, each aperture located in one of the multiple target sections~~wherein each target section comprises an aperture;~~

a launch area attached to the base and configured such that a playing piece tossed onto the launch area bounces into one of the multiple target sections and passes through the corresponding aperture of the target section;

an optical detection system to detect which one of the multiple, separate apertures ~~aperture~~ the playing piece ~~passes-passed~~ through, the optical detection system comprising at least two optical detectors, each optical detector located near an associated one of the apertures, and a common optical emitter arranged such that a beam emitted from the emitter is received by the at least two optical detectors; and

an electronic controller configured to receive a signal from the optical detection system that indicates which aperture the playing piece passed through and to control game play based on which aperture the playing piece passed through.

2. (Currently Amended) The game of claim 1 wherein the optical detectors and the common optical emitter are arranged such that the playing piece passing through an one of the apertures ~~aperture~~ momentarily disrupts a portion of the beam received by the optical detector located near the aperture through which the playing piece passes, causing the optical detector

near the aperture through which the playing piece passes to generate the signal that indicates which aperture the playing piece passed through.

3. (Original) The game of claim 1 wherein the target area further comprises a series of concentric, upstanding, circular walls, each circular wall defining one of the multiple target sections.

4. (Previously Presented) The game of claim 1 wherein the base unit, the target area, and the launch area are sized for table-top play of the game.

5-7. (Canceled)

8. (Original) The game of claim 1 wherein the launch area is formed from a firm material and the playing piece is formed from an elastic material.

9. (Original) The game of claim 1 wherein the launch area is formed from an elastic material and the playing piece is formed from a firm material.

10. (Original) The game of claim 1 wherein the target area is attached to the base unit such that the base unit and the target area form an obtuse angle.

11. (Currently Amended) A game comprising:  
a base unit;

a target area attached to the base unit and having multiple target sections, the target area defining multiple, separate apertures, each aperture located in one of the multiple target sections~~wherein each target section comprises an aperture;~~

means for receiving a playing piece such that the playing piece bounces into one of the multiple target sections and passes through the corresponding aperture of the target section;

means for detecting which one of the multiple, separate apertures~~aperture~~ the playing piece ~~passes~~passed through, the means for detecting which aperture the playing piece passes through comprising at least two optical detectors, each optical detector located near an associated one of the apertures, and a common optical emitter arranged such that a beam emitted from the emitter is received by the at least two optical detectors; and

an electronic controller configured to receive a signal from the optical detection system that indicates which aperture the playing piece passed through and to control game play based on which aperture the playing piece passed through.

12. (Previously Presented) The game of claim 11 wherein the target area further comprises a series of concentric, upstanding, circular walls, each circular wall defining one of the multiple target sections.

13. (Previously Presented) The game wherein the base unit, the target area, and the means for receiving a playing piece are sized for table-top play of the game.

14-20. (Canceled)

21. (Previously Presented) The game of claim 1, wherein the electronic controller is configured to control game play according to a game mode selected by a player of the game, the game further comprising an input operatively connected to the electronic controller to allow the player to select one of at least two game modes, wherein each of the two game modes has a different objective for game play.

22. (Previously Presented) The game of claim 11, wherein the electronic controller is configured to control game play according to a game mode selected by a player of the game, the game further comprising an input operatively connected to the electronic controller to allow the

player to select one of at least two game modes, wherein each of the two game modes has a different objective for game play.

23. (Previously Presented) A game comprising:  
a base unit;  
a target area attached to the base unit and having multiple target sections, each target section including an aperture;  
a launch area attached to the base unit and configured such that a playing piece tossed onto the launch area bounces into one of the multiple target sections and passes through the corresponding aperture of the target section;  
an input configured to allow a player to select one of at least two game modes, wherein each of the two game modes has a different objective for game play;  
at least one sensor configured to detect when a playing piece passes through one of the apertures; and  
an electronic controller operatively connected to the input and the at least one sensor to control game play according to a game mode selected by the player.

24. (Previously Presented) The game of claim 23 wherein the target area further comprises a series of concentric, upstanding, circular walls, each circular wall defining one of the multiple target sections.

25. (Previously Presented) The game of claim 24 wherein the at least one sensor comprises an optical detector located near each aperture and a single optical emitter arranged such that a beam emitted from the emitter is received by the optical detectors.

26. (Previously Presented) The game of claim 23 wherein each one of the multiple targets is assigned a different point value and the objective of one of the at least two game modes

is to obtain the most points in a predetermined time period by bouncing the playing piece into one or more of the multiple target sections.

27. (Previously Presented) The game of claim 23 wherein each one of the multiple targets is assigned a different point value and the objective of one of the at least two game modes is to obtain a particular amount of points in the least amount of time.

28. (Previously Presented) The game of claim 23 wherein the objective of one of the at least two game modes is to bounce the playing piece into a predetermined one of the multiple target sections a predetermined number of times.

29. (Currently Amended) A game comprising:  
a base unit;  
a target area attached to the base unit and having multiple target sections, each target section including an aperture that opens to a passage common to the apertures;  
a launch area attached to the base unit and configured such that a playing piece tossed onto the launch area bounces into one of the multiple target sections and passes unimpeded through the corresponding aperture of the target section directly into the passage common to the apertures;  
an optical detection system to detect which aperture the playing piece ~~passes~~ passed through to directly enter the passage common to the apertures; and  
an electronic controller configured to receive a signal from the optical detection system that indicates which aperture the playing piece passes through and to control game play based on which aperture the playing piece passes through.

30. (Previously Presented) The game of claim 29 wherein the target area further comprises a series of concentric, upstanding, circular walls, each circular wall defining one of the multiple target sections.

31. (Previously Presented) The game of claim 29, wherein the electronic controller is configured to control game play according to a game mode selected by a player of the game, the game further comprising an input operatively connected to the electronic controller to allow the player to select one of at least two game modes, wherein each of the two game modes has a different objective for game play.

32. (Previously Presented) The game of claim 30 wherein each one of the multiple targets is assigned a different point value and the objective of one of the at least two game modes is to obtain the most points in a predetermined time period by bouncing the playing piece into one or more of the multiple target sections.

33. (Previously Presented) The game of claim 30 wherein each one of the multiple targets is assigned a different point value and the objective of one of the at least two game modes is to obtain a particular amount of points in the least amount of time.

34. (Previously Presented) The game of claim 30 wherein the objective of one of the at least two game modes is to bounce the playing piece into a predetermined one of the multiple target sections a predetermined number of times.

35. (Previously Presented) The game of claim 29 wherein the optical detection system comprises an optical detector located near each aperture and a single optical emitter arranged such that a beam emitted from the emitter is received by the optical detectors.

36. (Previously Presented) The game of claim 29 wherein the base unit, target area, launch area, and tray are sized for table-top play of the game.

37. (Previously Presented) The game of claim 35 wherein the optical detectors and single optical emitter are arranged such that the playing piece passing through an aperture momentarily disrupts a portion of the beam received by the optical detector located near the aperture through which the playing piece passes, causing the optical detector near the aperture through which the playing piece passes to generate the signal that indicates which aperture the playing piece passed through